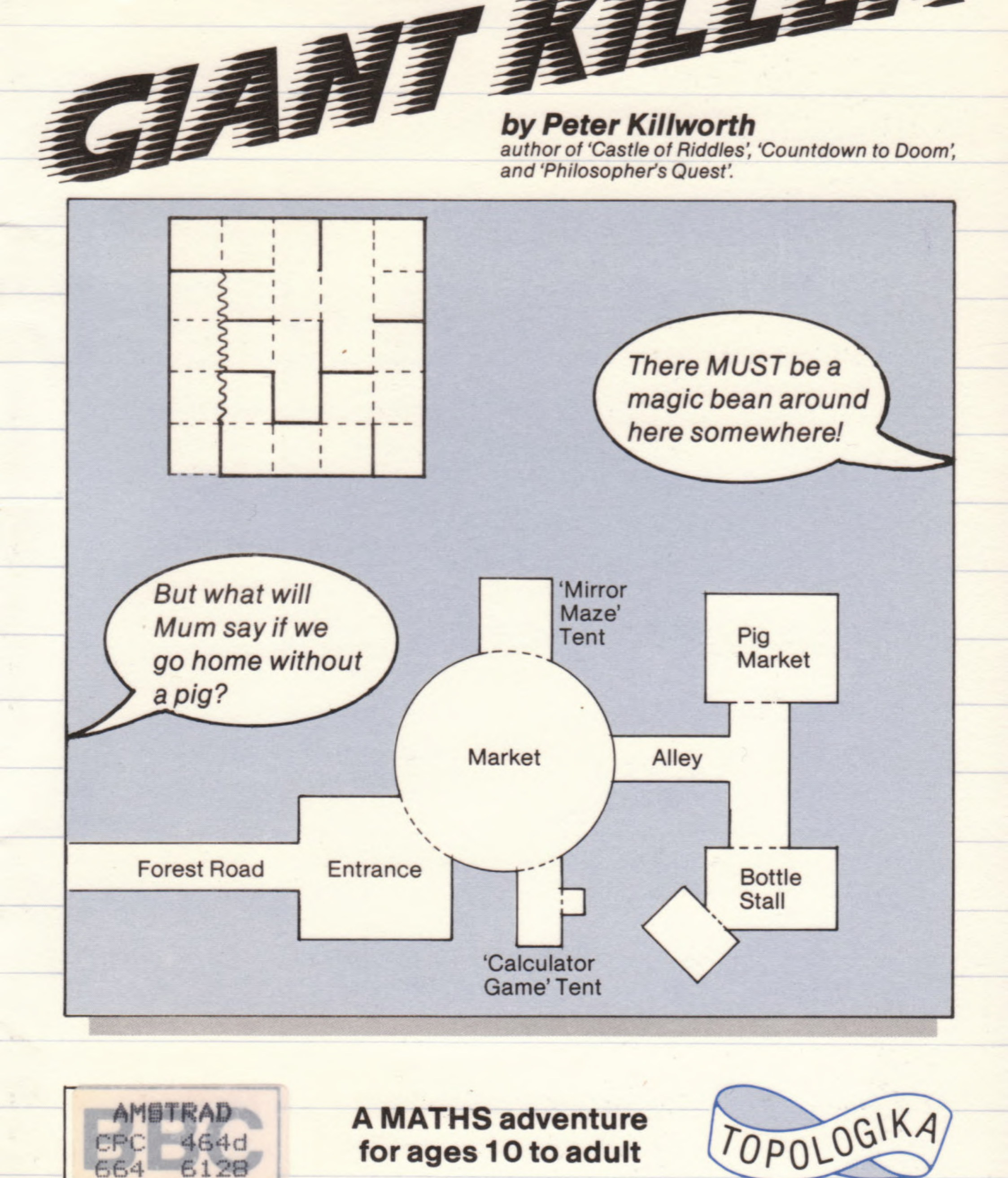
GIANT KILLER

by Peter Killworth
author of 'Castle of Riddles', 'Countdown to Doom', and 'Philosopher's Quest'.



A MATHS adventure for ages 10 to adult

About the Author . . .

PETER KILLWORTH is the author of the best-selling adventure games 'Castle of Riddles', 'Countdown to Doom', 'Philosopher's Quest' and 'Return to Doom' (all first published by Acornsoft and now available from Topologika, and one of the book 'How to write adventure games'.

'GIANTKILLER' is his first mathematical adventure game for children. By profession he is an Oceanographer spasmodically commuting between his home in Oxford and the USA. He is married with 2 children.

. . . About the Adventure

'GIANTKILLER' is an exciting, flexible and challenging adventure game, very loosely based on the traditional tale of 'Jack and the Beanstalk'. It has been extensively tested with children and the adventure includes lots of MATHEMATICAL and spacial problems for them to solve. 'Giantkiller' has been written to the same exacting standards as Peter Killworth's highly-acclaimed adult adventure games, not least in the design of the maps and puzzles and the ease with which children and adults can use it.

As Jack — or Jackie — your task is to go to market to buy a pig. You'll be lucky to get one, of course, but if you can handle a calculator and map a maze — and if your Mum doesn't catch you first — you'll end up with a magic bean. Plant it and the rest of your adventure opens up. Will you explore the Giant's castle, try to cross the uncrossable canyon, or unlock that trapdoor in the back room? Puzzles gradually increase in difficulty covering investigations such as tesselations, prime numbers, Venn cubes, time and space, topology, logic. . .

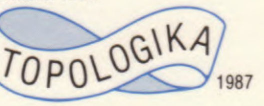
Although 'Giantkiller' is designed for children of 10 up, adults will enjoy it too. *You've read the book, now play this fascinating adventure game.*

This pack includes . . .

Disc (with 'save game' feature).
Information Booklet
with maps and detailed solution.
Worksheets.
Player's Guide.

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1987

P.O. Box 39, Stilton, PETERBOROUGH PE7 3RL
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ISBN 1-85335-000-1

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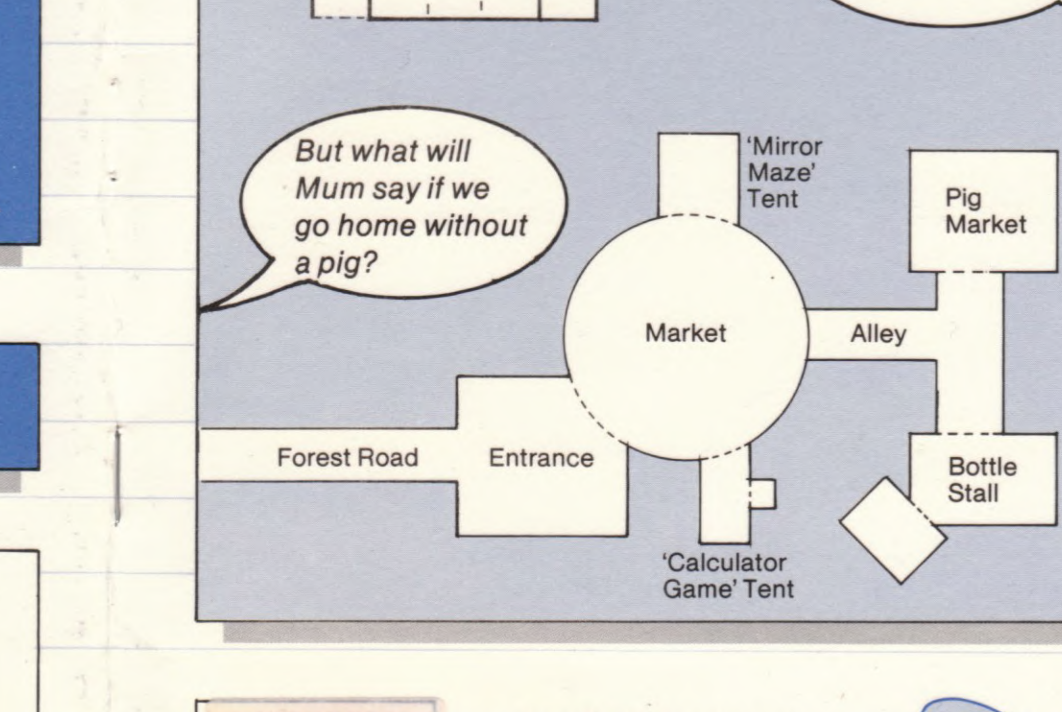


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